

THE DINOSAUR MANUAL

A COLLECTION OF HOMEBREW STATBLOCKS, LORE AND MORE
for Dungeons & Dragons 5e



TABLE OF CONTENTS

1 Cover

2 Introduction

3 Dinosaurs as Monsters

- 3.1 Dinosaur Ecology
 - 3.1.1 Diet and Behavior
 - 3.1.2 Domesticated Dinosaurs
 - 3.1.3 Dinosaur Habitats

4 Dinosaurs

- 4.1 Allosaurus
- 4.2 Ankylosaurus
- 4.3 Armadillosuchus
- 4.4 Brontosaurus
- 4.5 Deinonychus
- 4.6 Diabloceratops
- 4.7 Dimetrodon
- 4.8 Diplodocus
- 4.9 Gallimimus
- 4.10 Iguanodon
- 4.11 Lambeosaurus
- 4.12 Maiasaura
- 4.13 Microraptor
- 4.14 Mosasaurus
- 4.15 Nanuqsaurus
- 4.16 Oviraptor
- 4.17 Pachycephalosaurus
- 4.18 Parasaurolophus
- 4.19 Plesiosaurus
- 4.20 Protoceratops
- 4.21 Pteranodon (Nyctosaurus)
- 4.22 Quetzalcoatlus
- 4.23 Sinosauropteryx
- 4.24 Stegosaurus
- 4.25 Styracosaurus
- 4.26 Titanis (Terror Bird)
- 4.27 Triceratops
- 4.28 Tyrannosaurus Rex
- 4.29 Ugrunaaluk (Edmontosaurus)
- 4.30 Utahraptor
- 4.31 Velociraptor
- 4.32 Yi Qi

Cover art: Cretaceous Cavers - Australian titanosaurs in cavern illuminated by glow worms by Brian Engh
(<http://dontmesswithdinosaurs.com/>)

INTRODUCTION

This PDF is aimed at Dungeon Masters and Players who are looking for more dinosaurs that are fun to discover, interact with, turn into, keep as companions and of course, *fight*. The book contains completely new statblocks as well as classic dinosaurs revisited and (hopefully) tweaked for more engaging play.

I also included fantasy lore, suggested strategies and optional magic items that can be crafted from the defeated dinos. Most of the dinosaur behavior is based on contemporary paleontology findings and theories, and some others are more fantastical abilities, fitting the beasts that survive and thrive in the harsh world of Dungeons & Dragons.

This book is by no means on par with an official supplement, and although I put a lot of time and effort into balancing each monster, they definitely need some playtesting. Once you tried them, make sure to give feedback on Reddit, and if you like it, recommend it to friends. You can also contact me on this e-mail address:

wattisurong@gmail.com

I do not own any of the pictures. I credited the artists for each image. I don't make any money from this project. This is purely for fun.

Have a great time reading and playing!

DINOSAURS AS MONSTERS

At the end of the day, dinosaurs are animals. In your world dinosaurs could have a magical origin, or had been created by one or more gods, heck, maybe they evolved through natural selection - what matters is that to exist they need to survive and reproduce, just like all other beasts. And save for the occasional *Meteor Swarm*, they are damn good at it. A wilderness populated by dinosaurs is a dangerous, dangerous place, and also an exciting one. Let's dive in!

DINOSAUR ECOLOGY

In Dungeons & Dragons, dinosaurs coexist with other beasts, humanoids and monsters. In dinosaur dominated areas, dinosaurs may fill all sorts of ecological niches, from small prey animals to large plant eaters and apex predators.

Humanoids may hunt them for food and vice versa. Some groups may even domesticate dinosaurs to use them in agriculture, travel, or to keep them as companions. Dinosaurs can survive in all sorts of environments, but many large dinosaurs can only live in places abundant in food.

DIET AND BEHAVIOR

Dinosaurs, like all animals, can be either herbivores, carnivores, omnivores or decomposers. Their diet is a good indicator of the behavior that can be expected from them.

Herbivores behave neutrally unless they feel threatened, and even then might prefer to flee before they engage in aggression. Different species of herbivores can share the same habitat as they don't have to compete for resources. Their senses evolved to notice predators in time. They are usually social, enjoying the protection that large numbers provide against attacks, but there are also solitary species. When attacked, some use their speed and some utilize their special defenses, like their spikes and horns, to fend off aggressors.

Carnivores are aggressive when they are hungry, and they usually pick the weakest looking individuals. Some prefer to hide and surprise their prey, others chase them. The former prefer to hunt alone, while the latter often form packs to hunt more effectively. When available, many carnivores will choose dead bodies over prey they have to fight. Their senses are evolved to spot prey. Satiated carnivores don't like to be bothered, and they will try to hide or flee from larger and more powerful creatures.

Omnivores go for the most nutrient-rich resource available for the least amount of work - this means they eat plants when other food is hard to obtain, but when they see the chance, they will eat fresh carcasses and even hunt, since meat is more rich in nutrients than plants.

Scavengers (decomposers) look for carcasses. They might fight other creatures over dead bodies, and occasionally they might choose to attack living prey, especially when they seem weak or sick. They are often resistant or even immune to poison and disease.

DOMESTICATED DINOSAURS

Domesticated dinosaurs recognize their owners and can be trained to follow simple orders. The more social a dinosaur is, the easier it is to domesticate it. Herbivores are almost always preferable to carnivores, except when it comes to dinosaurs used for hunting and as pets.

DINOSAUR HABITATS

In your game, dinosaurs could be found in any sorts of places.

ARCTIC

Dinosaurs that live in cold places usually have thicker feathers. You will mostly find smaller carnivores that hunt prey like rabbits, reindeers, fish and seals.

Examples: **nanuqsaurus**, **ugrunaaluk**

CAVE

Nocturnal dinosaurs might enjoy the eternal darkness that caves provide.

Examples: **aramadillosuchus, microraptor, sinosauropteryx, velociraptor**

COASTAL

Coastal dinosaurs mostly enjoy fishing in the shallow waters, and they can usually swim pretty well. Aquatic dinosaurs might come to the shallow waters to try catch them.

Examples: **dimetrodon, mosasaurus, nanuqsaurus, plesiosaurus, pteranodon, quetzalcoatlus**

DESERT

Desert dinosaurs adapted for this harsh environment with bodies that can withstand both cold and hot temperatures, and they are often poisonous.

Examples: **armadillosuchus, diabloaceratops, gallimimus, sinosauropteryx, titanis**

DUNGEON

Most dinosaurs avoid dungeons, but the occasional scavenger might find a dungeon a great place to feed on the unfortunate creatures that got unlucky with traps laid to keep them out. Then sometimes the dinosaur *is* the trap.

Examples: **iguanodon, tyrannosaurus rex, velociraptor**

FEYWILD

Some dinosaurs made themselves at home among the fey.

Examples: **protoceratops, yi qi**

FOREST

The forest is perfect for all sorts of dinosaurs, mostly mid-size land beasts and tree-dwelling species, but if your setting allows you can place even the largest dinosaurs in your forest.

Examples: **allosaurus, ankylosaurus, armadillosuchus, brontosaurus, deinonychus, diplodocus, gallimimus, iguanodon, lambeosaurus, maiasaura, microraptor, oviraptor, parasaurolophus, protoceratops, sinosauropteryx, stegosaurus, styrachosaurus, triceratops, tyrannosaurus, ugrunaaluk, utahraptor, velociraptor, yi qi**

GRASSLAND

Grasslands are home to giant herds of large herbivores and the carnivores and scavengers that feed on them. Flying reptiles look for rodents and small animals hiding in the grass. Creatures that dig underground are also drawn to these places.

Examples: **allosaurus, ankylosaurus, armadillosuchus, gallimimus, iguanodon, lambeosaurus, maiasaura, oviraptor, pachycephalosaurus, parasaurolophus, protoceratops, quetzalcoatlus, sinosauropteryx, stegosaurus, styrachosaurus, triceratops, tyrannosaurus, ugrunaaluk, utahraptor**

JUNGLE

Jungles are the quintessential dinosaur habitat, for the simple reason that there is always enough food for everybody. The largest land dinosaurs are all found in jungles.

Examples: **armadillosuchus, allosaurus, ankylosaurus, armadillosuchus, brontosaurus, deinonychus, dimetrodon, diplodocus, gallimimus, iguanodon, lambeosaurus, maiasaura, microraptor, oviraptor, parasaurolophus, protoceratops, sinosauropteryx, spinosaurus, stegosaurus, styrachosaurus, triceratops, tyrannosaurus, ugrunaaluk, utahraptor, velociraptor, yi qi**

LAKES AND RIVERS

Lakes and rivers are ideal for fish-eaters and smaller aquatic dinosaurs. Examples: **dimetrodon, plesiosaurus (mythic), pteranodon, quetzalcoatlus, spinosaurus, ugrunaaluk**

MOUNTAIN

Mountains are populated by dinosaurs that can climb, fly or jump well.

Examples: **microraptor, nanuqsaurus, pachycephalosaurus, quetzalcoatlus, titanis, velociraptor, yi qi**

RUINS

Abandoned humanoid settlements are attractive to hunters that like to hide in the shadows and wait for prey.

Examples: **allosaurus, ankylosaurus, armadillosuchus, deinonychus, microraptor, titanis, tyrannosaurus, utahraptor, velociraptor**

SWAMP

Semi-aquatic dinosaurs of all shapes and sizes lurk in the swamps, feeding on plants or hiding in the water.

Examples: **dimetrodon, pteranodon, spinosaurus, quetzalcoatlus, titanis**

UNDERDARK

The Underdark is home to nocturnal dinosaurs that eat fungi, hunt in the dark or domesticated by creatures that have settlements here.

Examples: **iguanodon, velociraptor**

UNDERWATER

The largest dinosaurs, similar to other beasts, live in the terrifying open waters. They hunt fish, sea mammals, and the occasional unlucky seafarer humanoids. The sky above the seas is populated by Pteranodons searching the water for prey.

Examples: **mosasaurus, plesiosaurus, pteranodon**

URBAN

Domesticated dinosaurs are found in humanoid settlements. They are kept for work, travel, and even for gambling (think dinosaur races, dino fighting rings and gladiator games). Small scavengers and omnivores are lured by the thrash, and some people keep them as pets or symbols of status. Guards can have dinosaur mounts, and larger dinosaurs can be trained to become tools of war.

Druids and other spellcasters might want to keep dinosaurs in zoos to study them, since they provide versatile beast shapes and polymorph targets.

Examples: **whatever your setting allows :)**

DINOSAURS

ALLOSAURUS

The allosaurus is a large bipedal predator. An adult specimen is on average 30 ft. long and 15 ft. tall. Its greatest strength lies in its incredible speed. Juvenile allosauruses prefer to hunt in packs of three to six, usually consisting of siblings from the same nest, while adults prefer ambush hunting to take down larger prey. Differently aged allosauruses rarely mix, as older individuals grow increasingly more aggressive, less cooperative and even show cannibalistic tendencies.

Jaws that Maul Allosaurus have jaws that can open surprisingly wide to land slashing attacks with their saw-like teeth. Juvenile Allosaurs usually try to jump their prey and take bites out of it, while adults that land a surprise blow might attempt to grapple their target on impact, hold them down with their large hook-like claws and immediately make a bite attack against them.



Image credit: Akeiron. From "La Grande Storia dei Dinosauri", written by Marco Signore. ©Liscianigiochi Srl.

JUVENILE ALLOSAURUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Skills Athletics +4, Perception +5

Senses passive Perception 15

Languages -

Challenge 2 (450 XP)

Pack Tactics. The juvenile allosaurus has advantage on an Attack roll against a creature if at least one of the juvenile allosaurus' allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Attack with Momentum. If the juvenile allosaurus moves at least 30 feet straight toward a creature and then hits it with a melee attack on the same turn, that target takes an additional 7 (2d6) slashing damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage, or 2 slashing damage and the target is grappled (escape DC 14).

Reactions

Dodge. The juvenile allosaurus gains +2 AC against a melee attack that would hit.

ADULT ALLOSAURUS

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Skills Athletics +6, Perception +5, Stealth +5

Senses passive Perception 15

Languages -

Challenge 3 (700 XP)

Ambusher. The adult allosaurus has advantage on attack rolls against any creature it has surprised.

Pounce. When the adult allosaurus makes a claw attack against a surprised target, the target takes an additional 9 (2d8) slashing damage and must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 15 (2d10 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 4) slashing damage, or 4 slashing damage and the target is grappled (escape DC 16).



Image credit: SharkeyTrike (2012).

ANKYLOSAURUS

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 12

Languages -

Challenge 3 (700 XP)

Keen Senses. The ankylosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Concussing Blow. When the ankylosaurus doesn't have disadvantage on its attack roll, it can choose to make a melee attack with disadvantage. On a hit, it deals normal damage. It does not push a targeted creature, but the target must succeed on a DC 14 Constitution saving throw or be dazed until the start of the ankylosaurus' next turn. A dazed creature cannot take reactions and has disadvantage on its first attack roll.

Actions

Tail Club. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or get pushed back 10 ft. and fall prone.

ANKYLOSAURUS

The ankylosaurus is a heavily armored quadrupedal herbivore. Large fused bone plates and knobs cover its body, making it built like a tank, and it also possesses a large club-like bone knob at the end of its tail that it uses to protect itself from predators. An adult ankylosaurus is 20 to 25 ft long, its size, weight and feeding needs comparable to that of an elephant.

Eat All Day. The ankylosaurus spends most of its time eating. It feeds on low-browse plants, tearing them off with its long, muscular prehensile tongue. It also digs around for roots, tubers and underground mushrooms which it finds using its well-developed sense of smell (some say it can even sniff out magic!). Occasionally it burrows underground for protection from the elements, although it almost never makes tunnels.

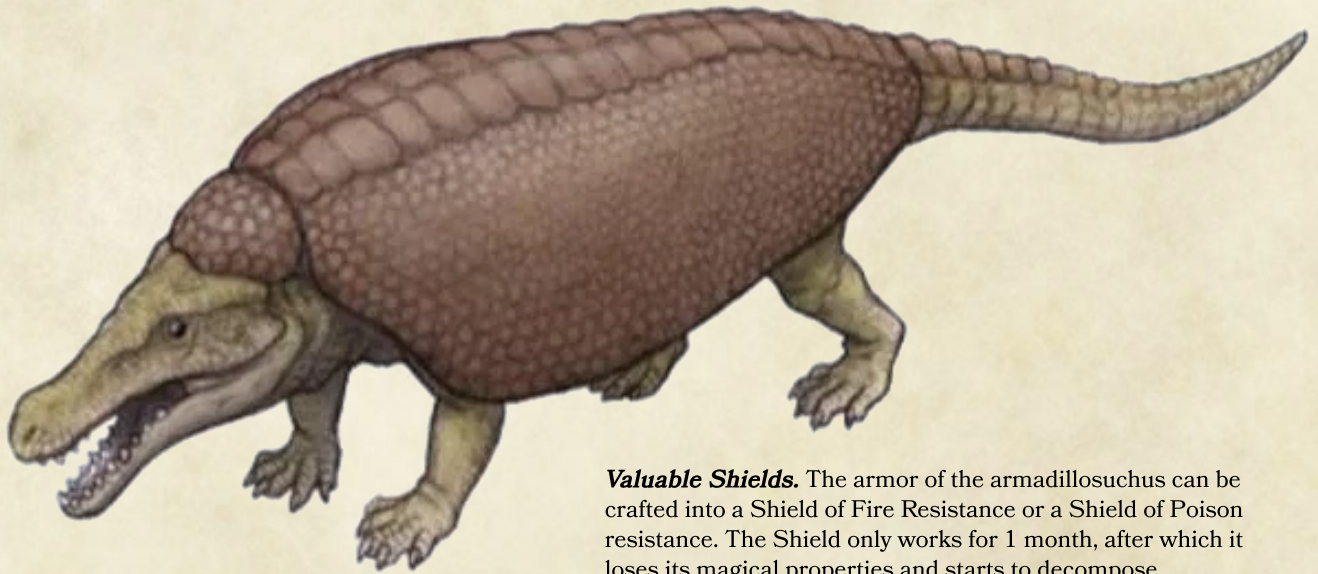
Draft Animals. Domesticated ankylosauruses are used to pull ploughs or heavy carts. They are extremely strong and mostly docile, but they also need a lot of fodder. There have also been attempts to train them to recognize certain smells and use them to find hidden treasures.

ARMADILLOSUCHUS

Armadillosuchus is an armored land crocodilian with the size and behavior of a large, more antisocial dog. It has strong claws that it uses to burrow underground and dig for roots, tubers and small prey.

Dangerous Pet. The armadillosuchus is intelligent and highly aggressive, a favorite contestant in animal fighter rings, and a prized pet among underworld figures who keep them as pets and guard animals. Lizardmen were the first to recognize the potential in them, with shamans conjuring them, turning into them and later learning to control them. Although not a social animal it can be trained using treats and communication.

Tough and Armored. The armadillosuchus has two separate armors, one protecting its back and one protecting the back of its head. It is also incredibly resistant to environmental hazards such as heat and can thrive in the desert as well as in tropical climates. It also has poison resistance, making it an even more admirable foe. It is omnivorous, with its preferred diet consisting of carcasses and small animals.



ARMADILLOSUCHUS

Small beast, unaligned

Armor Class 18 (natural armor)

Hit Points 19 (3d6 + 9)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

Damage Resistances fire, poison

Senses passive Perception 12

Languages -

Challenge 1 (200 XP)

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

VARIANT: PET ARMADILLOSUCHUS

A domesticated armadillosuchus can be trained to fight larger opponents and protect its master. A trained armadillosuchus is a CR 3 monster (700 XP). It gains the following ability:

Multiattack. The armadillosuchus makes three attacks: two with its claws and one with its bite.

Valuable Shields. The armor of the armadillosuchus can be crafted into a Shield of Fire Resistance or a Shield of Poison resistance. The Shield only works for 1 month, after which it loses its magical properties and starts to decompose.

ARMADILLOSUCHUS SHIELD

Wonderous Item (shield), rare, requires attunement.

This shield gives the wearer resistance against either fire or poison damage (depending on the way it was crafted). It retains this property for 1 month, after which it becomes a mundane shield. The first time the wearer is hit by a critical hit, the shield falls apart and is destroyed.

BRONTOSAURUS

The Brontosaurus is a gargantuan leaf-eating dinosaur with a long, wide, muscular neck and thick, pillar-like legs. They are active both during the day and at night, taking short naps throughout.

Matriarchal Herds and Lonely Males. Herds consisting of 10-20 adult females guarding their offspring is how most brontosaurus live. Brontosaurus mothers are a terrifying force to behold, and even more experienced hunters know to avoid them. Adult males usually break off their herd to roam alone, only temporarily joining herds during mating season. Sometimes 2 or 3 males create smaller "bachelor herds" and look out for each other.

Feast of Giants. Brontosaurus are highly prized by giants for their meat, which must be slow-cooked for 24 hours to reach ideal texture, and is often smoked for storage. Humanoids usually dislike the peculiar, strong taste and gelatinous consistency of the meat.

Walking Villages. Small fey and humanoids sometimes build structures on the backs of brontosaurus. This becomes a symbiotic relationship: the villagers clean the dinosaur from parasites and provide additional protection, while the giant beast becomes to the villagers what is essentially a walking fortress, difficult to raid by enemies. Brontosaurus have never been domesticated, so villages like this always have someone who can speak with animals.



DEINONYCHUS

The deinonychus is a 3 ft. tall bipedal carnivore, covered in light brown and green feathers, providing it with natural camouflage in forest and jungle areas. Its large, sickle-like claw on its hind legs are used for both slashing attacks, pinning down prone targets and climbing trees.

Hierarchical Hunters. Deinonychuses cooperate to take down larger prey. They run fast, pounce on their prey to push them onto the ground, allowing the others to attack them with advantage. They can dig their claws into their grappled target, further restricting its movement. After killing their prey, the strongest one will feed first, followed by the weaker ones. Breaking this code will result in a fight.

Climb and Jump. The deinonychus often climbs trees to raid nests, and to jump onto unsuspecting prey on the ground. Their feathery arms and long feathery tail allow them to dampen the impact, making them able to jump greater heights than what their otherwise heavy bodies would allow them.

BRONTOSAURUS

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 121 (9d20 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Str +8, Con +6

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 7 (2900 XP)

Trampling Through. Once per round when the Brontosaurus moves at least 15 ft. in a straight line it can move through spaces occupied by one or more Large or smaller creature as if it was difficult terrain, and target one of them with its Stomp attack as a bonus action.

Deadly Whip. When using its tail, the brontosaurus scores a critical hit on a roll of 19 or 20.

Actions

Stomp. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft. (disadvantage within 10 ft.), one target. *Hit:* 32 (6d8 + 5) slashing damage. On a critical hit, the target must succeed on a DC 14 Constitution saving throw or be stunned until the start of the brontosaurus' next turn.

DEINONYCHUS

Medium beast, unaligned

Armor Class 13

Hit Points 26 (4d8 + 8)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Acrobatics +5, Perception +5, Stealth +7

Senses passive Perception 15

Languages -

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 25 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can try to grapple it as a bonus action.

Grappler. The deinonychus can use its action to try to pin a creature grappled by it. It makes another grapple check, and if it succeeds, the deinonychus and the creature are both restrained until the grapple ends.

Soft Falling. The deinonychus is immune to fall damage up to 60 ft.

Actions

Multiattack. The deinonychus makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 one target. *Hit:* 6 (1d8 + 2) slashing damage.

DIABLOCERATOPS

The diabloceratops is a large quadrupedal herbivore with a tall neck frill with two long horns. It also has two horns on its forehead. Legend says the first diabloceratops was given to a warlock by their fiend patron as a gift, and this origin explains its "devilish" head, red-and-black skin and special resistances. It is true that evil creatures find these dinosaurs much easier to handle, and for simple herbivores they can be surprisingly aggressive. The diabloceratops often lives in dry, hot areas, feeding on sturdy plants. Some scholars attribute their special resistances to their exceptionally challenging environment.

DIABLOCERATOPS

Large beast, unaligned

Armor Class 14 (natural)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Damage Resistances fire, poison
Senses darkvision 120 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone and have its speed reduced by 10 ft. until the start of the diabloceratops' next turn.

Reactions

Devilish Charge. As a reaction to taking damage, the diabloceratops can move up to its speed toward a hostile creature it can see and make a single gore attack. It doesn't provoke opportunity attacks while doing so.

DIMETRODON

The dimetrodon is often mistaken for a dinosaur, while being more closely related to mammals. It has many different subspecies, their size ranging from that of a large housecat to a fully grown hippo. Its most recognizable feature - the large sail on its back, consisting of elongated spikes growing from its spine and the skin that covers them - serves a purpose in their mating rituals. It also has elephant-like skin, and its legs, neck and belly are covered in hardened skin similar to lizards. Its thick tail looks similar to a rat's tail.



Image credit: Xiphactinus

Wetland Dwellers The dimetrodon lives in wetlands, swamps, next to lakes and rivers. They like to hunt fish and small animals in the shallow water, and lie lazily in the mud.

Magical Sails. Dimetrodon males have larger, more colorful sails they show off to the smaller-sailed, earth-toned females. Their sails are not only pretty - sails with at least four different colors are also used by tribal priests and shamans in rituals to conjure elementals, and can be crafted into magical fans.

DIMETRODON FAN

Wondrous Item (fan), uncommon

This fan allows the user to cast *Gust of Wind*. The saving throw against this spell either uses one's spell save DC, or if they don't have one, it uses 8 + their Strength or Dexterity modifier. Once the fan has been used this way, it cannot be used again until the next dawn.

DIMETRODON

Medium beast, unaligned

Armor Class 11 (natural)
Hit Points 19 (3d8 + 6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Languages -
Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 12).

DIPLODOCUS

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 130 (9d20 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Str +8, Con +7

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 7 (2900 XP)

Stride Through. While moving at least 20 ft. in a straight line, the diplodocus can move through spaces occupied by one or more Large or smaller creature as if it was difficult terrain. Creatures in this area must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and fall prone.

Actions

Stomp. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail Whip. *Melee Weapon Attack:* +8 to hit, reach 30 ft. (disadvantage within 10 ft.), one target. *Hit:* 32 (6d10 + 5) slashing damage. Every creature within a 15 ft. of the impact must make a DC 15 Constitution saving throw, taking 11 (2d10) thunder damage on a failure or half as much on a success. Any creature that fails their saving throw is also deafened until the end of the diplodocus' next turn.

Rear. The Diplodocus uses its action to stand up on its hind legs, preparing to strike down with all its strength. Its next Stomp attack deals an additional 22 (4d10) bludgeoning damage, and the DC of the Strength saving throw against being knocked prone by this attack becomes 18.

While standing this way the Diplodocus subtracts 2 from its AC, has a speed of 0 ft. and cannot use its Tail attack until it used its Stomp attack or stopped standing up as an action.

DIPLODOCUS

The diplodocus is a gargantuan leaf-eating dinosaur with a long neck and an even longer whip-like tail. From head to tail it can grow up to 100 ft. long.

Tails of Thunder. When the diplodocus swings its tail, the tip can break the sound barrier, similarly to a bull-whip. This creates a deafening booming sound that can be heard from 1 mile away and can damage anyone who stands close enough to it. The end of the tail has keratinous spikes that further increase the sound and damage of this "whip-crack" attack. It can slash through the skin of a T-Rex like it was paper.

Stand Tall. The diplodocus can easily rear up on its hind legs, using its tail to achieve a stable tripodal posture. It uses this ability to reach the foliage of tall trees, as well as mating display and scaring off predators. Although its belly is more vulnerable, if any predators are dumb enough to try to attack it from the front, the diplodocus will stomp them with a precise and destructive blow.

Guardians of the Nest. After mating, the diplodocus couple digs a shallow nest for their eggs, and protect them relentlessly throughout the incubation period. The two parents change shifts looking out for egg thieves, both animals and humanoids. Because of how difficult it is to obtain these eggs, they sell for astronomical prices, especially among nobility who want to show off their wealth during feasts.

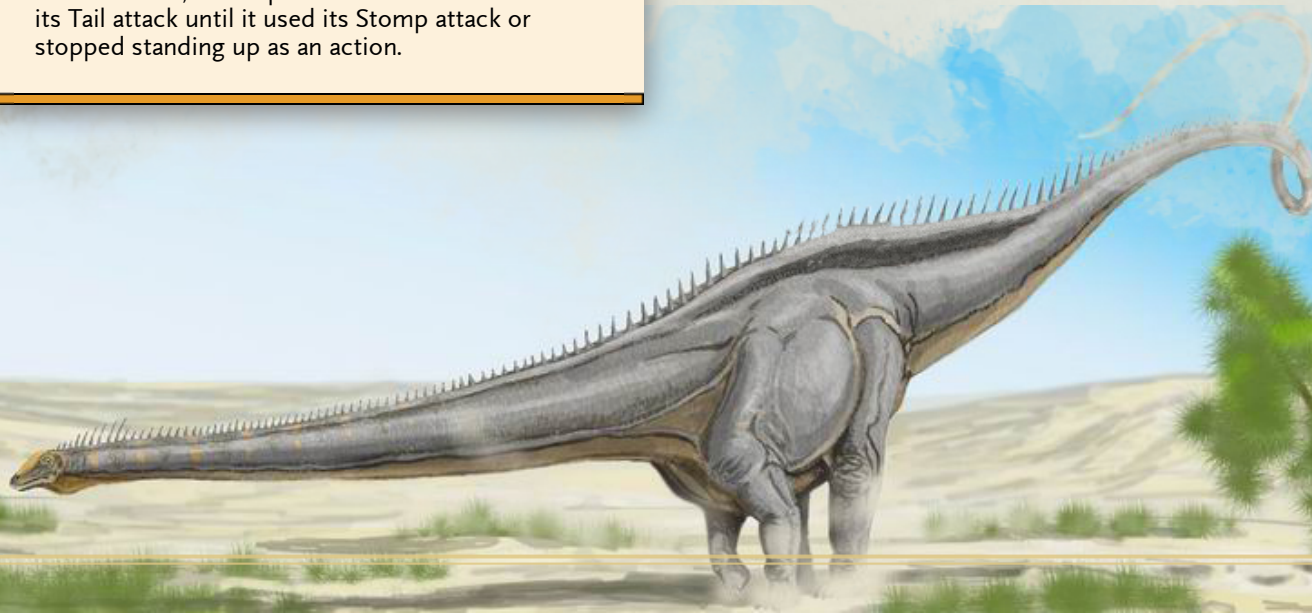
VARIANT: NEST ACTIONS

When a diplodocus couple is protecting their nest, on each turn one of them can take one of the following nest actions on initiative count 20:

For the Nest! The diplodocus takes the Rear action.

Tail Swipe. Every creature in a 30 ft. cone must succeed on a DC 18 Dexterity saving throw or suffer 27 (4d10 + 5) bludgeoning damage and be knocked prone.

Image credit: ДИБГД (2007)



GALLIMIMUS

The gallimimus is a large, fast running, ostrich-like dinosaur covered in thin, hair-like feathers similar to that of an emu. It can land a killer blow with its muscular legs and clawed feet and it can peck with its beak, but most of all it prefers to run - it is herbivore after all, and its speed is unparalleled by other dinosaurs.

Big and Tasty. They are sometimes kept for their meat and large eggs, but they are mostly hunted by tribes. They live in grasslands, deserts, as well as near bodies of water. In jungles they are more cautious than normal, since they cannot take advantage of their speed on difficult terrain. To this day attempts at training gallimimus mounts have been unsuccessful. Although many beast masters dream of it.

GALLIMIMUS

Large beast, unaligned

Armor Class 13 (natural)
Hit Points 45 (6d10 + 12)
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-5)	10 (+0)	5 (-3)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages -
Challenge 2 (450 XP)

Actions

Multiattack The gallimimus makes three attacks: two with its claws and one with its beak.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

IGUANODON

The iguanodon is a massive plant-eater that can grow 40 ft. long and can weigh up to 6600 lbs. When one looks at the iguanodons of royal guards or traveling merchants, they could easily come to the conclusion that they are gentle giants - which they usually are, but make no mistake, their enormous thumb spikes are perfect for self-defense. They also have a prehensile fifth finger they use to hold objects.

The First Domesticated Dinosaurs. Iguanodons were among the first dinosaurs to be domesticated. First tamed by Yuan-ti and later humans, iguanodons always served humanoid societies in one way or another. There are even iguanodons in the Underdark, pulling carts for dwarves and being used as mounts by the drow. Iguanodons eat plants, fruit and fungi.

IGUANODON

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 57 (6d12 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Athletics +7
Saving Throws Str +7, Con +5
Senses passive Perception 10
Languages -
Challenge 2 (450 XP)

Step On. The Iguanodon can try to Grapple a prone target as a bonus action. Any creature that starts its turn grappled by the Iguanodon takes 5 (1d10) bludgeoning damage.

Actions

Thumb Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. +8 to hit, *Hit:* 9 (1d8 + 5) bludgeoning damage.



Image credit: Raul Martin.

LAMBEOSAURUS

The lambeosaurus is huge duck-beaked dinosaur with a distinctive hatchet-shaped bone crest on top of its head. An adult lambeosaurus is 30 ft long and 10 ft. tall when standing on all fours. It can walk on its hind legs, and it has hooves. On its forelimbs it also has a fifth finger to hold objects with. It has a long, stiff tail that is always raised high horizontally when the animal walks. Males have colorful skin patterns and larger, brightly colored head crests, while females are a little duller-looking. The lambeosaurus is a social herbivore, usually living in mixed groups of 4-7 adults and their offspring.

Perfect Mimicry. The lambeosaurus usually communicates with low murmurs and body language, but its hollow bone crest gives it a unique ability: to perfectly reproduce any sound it remembers, together with its effects. If the lambeosaurus has heard the song of a harpy or the wail of a banshee (and survived the encounter), it can remember the sound and perfectly recreate it, producing the same effect as the original sound. It can also repeat spells with only verbal components that doesn't require concentration and create their effects. It doesn't mean they understand the subtle details of a spell, they just try to recreate an effect they witnessed to get out of trouble (or as harmless fun). They continue to use helpful sounds while avoid using sounds that might harm their allies.

Experiments with Lambeosauruses. The perfect mimicry ability intrigued magic users ever since it was discovered, and many tried to exploit it - what if you could make a bunch of lambeosauruses cast *Wish* once per day? Even just teaching it to cast *Healing Word* would be useful... Unfortunately, lambeosauruses are not great learners, and if they are compelled to repeat a sound, the magical effects don't appear with them. Some of the more promising results of these experiments were, among others, the discovery of the fact that a druid who Wild Shapes into a lambeosaurus also gets access to its perfect mimicry ability, allowing it to cast certain spells it has heard in this beast form, and that one can craft a Horn of Spell Storing from the crest of this dinosaur.

HORN OF SPELL STORING

Wondrous item (instrument), very rare, requires attunement.

This magical horn can store up to 3 different spells. It cannot store 2 spells of the same name. Any creature can cast a spell into the horn by holding it while the spell is cast. The spell has no Effect, other than to be stored in the horn. If the horn can't hold the spell, the spell is expended without Effect.

You can blow this horn to can cast any spell stored in it. The spell uses the slot level, spell save DC, spell Attack bonus, and Spellcasting Ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the horn is no longer stored in it, freeing up space.

LAMBEOSAURUS

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	4 (-3)	15 (+2)	7 (-2)

Skills Perception +6

Senses passive Perception 16

Languages -

Challenge 2 (450 XP)

Keen Senses. The lambeosaurus has advantage on Wisdom (Perception) checks that rely on sight or hearing.

Perfect Mimicry. The lambeosaurus can perfectly recreate any sound it has heard in the last 30 days, together with any effect a sound had. If a certain sound has a magical effect, the lambeosaurus can only reproduce it once before finishing a long rest. If the sound is the sole component of a spell and it doesn't require concentration, the lambeosaurus can recreate the spell and its effect, using the slot level, attack bonus and save DC of the original caster. It also sounds *exactly* the same, word by word.

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage.

Sonic Copy (3/day) The lambeosaurus uses its Perfect Mimicry to recreate a sound and its effects (like the *Wail* of a banshee, *Luring Song* of a harpy, one of the many sounds of a parasaurolophus, or the *Misty Step* or *Healing Word* spell). It cannot use the same sound again before finishing a long rest.

Image credit: Phil Wilson

MAIASAURA

The maiasaura is a huge duck-billed dinosaur with a large nose and a small, spiky crest on its forehead that looks like a strong unibrow. It can hit attackers with this crest but prefers to seek protection in numbers and cooperation. It is famous of its parental care for its young, and a maiasaura can be a helpful ally for their Soothing Breath that can cure minor wounds and ailments.

Nesting Colonies. The maiasaura lives in nesting colonies of 6 to 30 adults and their nests, each containing 30 to 40 eggs about the size of ostrich eggs. They cover their nests with rotting plant material and let the heat incubate them. After the eggs hatch, these nesting colonies spread out so the young ones can find enough food and grow up, but they return during mating season.

Decomposers. Their diet mostly consist of wood, rotting wood, tree barks and fallen leaves, so they don't have to worry about going hungry in large forests and jungles.

MAIASAURA

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (6d12 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	4 (-3)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 2 (450 XP)

Relentless (Recharges after a Short or Long Rest). If the maiasaura takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Charge. If the maiasaura moves at least 20 ft. straight toward a target and then hits it with a Head-Butt attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Head-Butt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Soothing Breath (1/day) The maiasaura targets a single creature within 5 ft. of it, ending either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. If the maiasaura targets a living creature that has 0 HP, it becomes stable.

MICRORAPTOR

The microraptor is a tiny four-winged nocturnal hunter. It is the size of a hawk, and it preys on small mammals, lizards and fish, gliding down from trees, ambushing them from behind bushes or catching them from lakes. It can also fly short distances on its own before it needs to land again, although it isn't as good at it as birds.

Hunting Companions. Microraptors are solitary hunters, but they can be trained to assist humanoids similarly to hawks, and they can become good pets. Just be careful when handling them - their talons and teeth are sharp!

MICRORAPTOR

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	8 (-1)	2 (-5)	14 (+2)	5 (-3)

Skills Perception +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages -

Challenge 0 (10 XP)

Keen Sight. The microraptor has advantage on Wisdom (Perception) checks that rely on sight.

Ambusher. The microraptor has advantage on attack rolls against any creature it has surprised.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



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Image credit: Zhao Chuang

Image credit: Dmitry Bogdanov



MOSASAURUS

MOSASAURUS

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +3

Saving Throws Str +8, Con +6

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 5 (1800 XP)

Hold Breath. The mosasaurus can hold its breath for 1 hour.

De-Shell. When the mosasaurus makes a bite attack against a creature with natural or non-magical armor and misses by 5 or less, it can make a second bite attack as a bonus action. If this second attack hits, instead of dealing damage the target's armor suffers a permanent and cumulative -1 penalty. Nonmagical armor is destroyed if the penalty reduces its AC to 10. Natural armor heals after receiving 50 or more points of magical healing.

Jump Adept. After moving 20 ft. or more underwater the mosasaurus can jump out of the water in any direction up to its remaining movement. Any creature it lands on must make a DC 16 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much on a successful one.

With the size of a whale, jaw of a giant crocodile and flexibility of a dolphin, the mosasaurus is an aquatic lizard that puts fear in the hearts of seafarers and ocean dwellers everywhere. It often hunts in coastal waters, and it is a *lot* more likely to attack swimmers and fisherman than sharks. It has a black back and a white underbelly.

Legendary Beasts. An adult mosasaurus is 40 ft. long, which is already terrifying, but there are legends about even greater ones hiding in the depths - 160 ft. or even longer! Few sailors live to tell tales about these legendary creatures, and even fewer would be crazy enough to seek them out on purpose.

Actions

Multiattack. The mosasaurus makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 5) piercing damage. The target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the mosasaurus can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the mosasaurus. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked back 20 ft. in a straight line and fall prone.

Swallow. The mosasaurus makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the mosasaurus, and it takes 10 (3d6) acid damage at the start of each of the mosasaurus's turns.

If the mosasaurus takes 10 damage or more on a single turn from a creature inside it, the mosasaurus must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures who fall prone in a space within 5 feet of the mosasaurus. While the mosasaurus isn't incapacitated, it can regurgitate the creatures at any time (no action required) in a space within 5 feet of it. The creatures exit prone. If the mosasaurus dies, swallowed creatures are no longer restrained by the mosasaurus and can escape from the corpse using 10 feet of movement, exiting prone.

MOSASAURUS OF LEGEND

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 297 (18d20 + 108)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	4 (-3)	20 (+5)	9 (-1)

Skills Perception +3

Saving Throws Str +14, Dex +7, Con +12, Wis +11

Senses darkvision 240 ft., passive Perception 18

Languages -

Challenge 20 (2500 XP)

Hold Breath. The mosasaurus can hold its breath for 1 week.

De-Shell. When the mosasaurus makes a bite attack against a creature with natural or non-magical armor and misses by 5 or less, it can make a second bite attack as a bonus action. If this second attack hits, instead of dealing damage the target's armor suffers a permanent and cumulative -1 penalty. Nonmagical armor is destroyed if the penalty reduces its AC to 10. Natural armor heals after receiving 50 or more points of magical healing.

Bane of the Ocean. Once on each of its turns the mosasaurus can spend half its movement to deal 20 bludgeoning damage to an object or structure within 5 ft. of it.

Jump Adept. After moving 20 ft. or more underwater the mosasaurus can jump out of the water in any direction up to its remaining movement. Any creature it lands on must make a DC 18 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much on a successful one.

Legendary Resistance (3/Day). If the mosasaurus fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The mosasaurus makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the mosasaurus can't bite another target.

Tail. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target not grappled by the mosasaurus. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked back 15 ft. and fall prone.

Swallow. The mosasaurus makes a bite attack against a Huge or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the mosasaurus, and it takes 21 (6d6) acid damage at the start of each of the mosasaurus's turns.

If the mosasaurus takes 30 damage or more on a single turn from a creature inside it, the mosasaurus must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures who fall prone in a space within 5 feet of the mosasaurus. While the mosasaurus isn't incapacitated, it can regurgitate the creatures at any time (no action required) in a space within 5 feet of it. The creatures exit prone. If the mosasaurus dies, swallowed creatures are no longer restrained by the mosasaurus and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

The mosasaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mosasaurus regains spent legendary actions at the start of its turn.

Brace. The next time the mosasaurus would take damage before the start of its next turn, it instead takes half damage.

Ferocity. The mosasaurus moves up to its speed and makes a single attack.

Spot and Track. The mosasaurus makes a Wisdom (Perception) check. Until the end of their next turn, each creature the mosasaurus detects with this ability check has disadvantage on the next attack roll against the mosasaurus.

NANUQSAURUS

The nanuqsaurus looks like a smaller tyrannosaurus covered in thick, white, fur-like feathers, fit for its eternally snowy environment. Similarly to polar bears, the nanuqsaurus is a stealth hunter, usually leading a solitary lifestyle as an adult, but sometimes they develop close friendships of two or three individuals. When they are satiated, they prefer to flee rather than fight, only attacking when severely provoked. When they are hungry, they will go for any prey including humanoids. Mothers protecting their chicks are hypervigilant and extremely aggressive, while their young are friendly and playful (although they can rip your hand off accidentally). They can swim in icy water and dig burrows in the snow.

Wonderful Hide. With the right tools and skills experts can craft amazing coats from nanuqsaurus hide. For these magic properties nanuqsauruses have been hunted relentlessly, making it a rare beast.

NANUQSAURUS COAT

Wonderous item, rare, requires attunement

Wearing this coat gives you an AC of 12 + your Dexterity modifier and protects you from the effects extreme cold. It is also soft and flexible, and you can sleep in it better. After each successful long rest, you can remove 2 levels of exhaustion instead of 1. While wearing this coat, you also have advantage on stealth checks in snowy environments.

NANUQSAURUS

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., swim 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	3 (-4)	16 (+3)	5 (-3)

Damage Resistances cold

Skills Acrobatics +5, Perception +7, Stealth +7

Senses passive Perception 15

Languages -

Challenge 2 (450 XP)

Ambusher. The nanuqsaurus has advantage on attack rolls against any creature it has surprised.

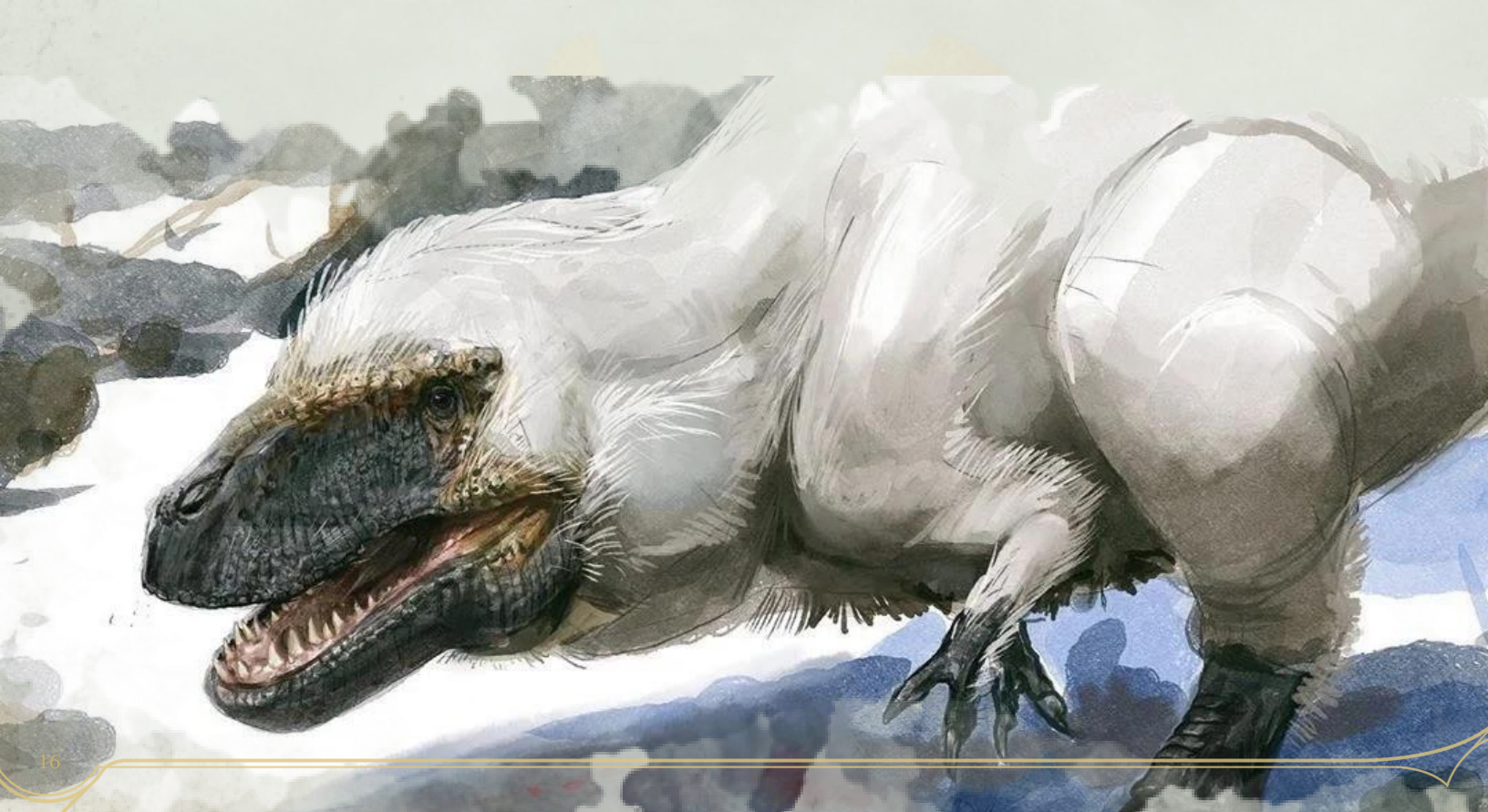
Pounce. When the nanuqsaurus makes a claw attack against a surprised target, the target takes an additional 9 (2d8) slashing damage and must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the nanuqsaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Image credit: Lindsey Wakefield



OVIRAPTOR

The oviraptor is a feathered bipedal dinosaur the size of a large dog. It is known for its intelligence and love for shiny objects. It has a round bone crest and an extremely sharp, toothless, parrot-like beak. It has strong hind legs for running, forelimbs with three claws that look like small wings, and a tail with fanned feathers. Its beak is strong enough to break the shells of mollusks which it looks for on shallow coasts. They are omnivorous, hunting small rodents, lizards and snakes, and eating fruits, nuts and eggs whenever they can. Because of their versatile diet and small size, they are found in all sorts of environments from forests to deserts.

Partners for Life. Oviraptors lay about 30 elongated eggs in round nests, and guard them day and night. These eggs are prized by hunter-gatherers, and they are also one of the reasons oviraptors are a target for domestication. Oviraptors bond for life, raising their chicks in nuclear families. Domesticated oviraptors that cannot form couples (because there are more females than males, or because they are kept alone) usually fall into depression, refuse to eat, and even show aggressive behavior towards their peers. Some oviraptors form same-sex couples or join existing couples in the wild, and this behavior is said to be even more common among captive individuals.

Shiny! Oviraptors are beloved pets of some thieves and pirates, seeing them as kindred spirits - and partners in crime. Oviraptors kept as pets recognize their master as their "special other", and they require constant care and attention. People who keep oviraptors as pets know how intelligent these dinosaurs are: they can use tools and even learn to understand a language. They have the ability to mimic sounds and use this to trick other creatures or communicate with their master.



Image credit: PaleoNeolithic (2021)

OVIRAPTOR

Small beast, unaligned

Armor Class 13
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	6 (-2)	14 (+2)	8 (-1)

Skills Deception +3, Perception +4, Stealth +5
Senses passive Perception 14
Languages can understand a language but cannot speak
Challenge 1/4 (50 XP)

Mimicry. The oviraptor can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

PACHYCEPHALOSAURUS

Large beast, unaligned

Armor Class 15 (natural)
Hit Points 25 (3d10 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Str +5, Dex +4
Skills Perception +2
Damage Resistances Bludgeoning from non-magical weapons
Senses passive Perception 12
Languages -
Challenge 2 (450 XP)

Charge. If the Pachycephalosaurus moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The Pachycephalosaurus has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

PACHYCEPHALOSAURUS

The Pachycephalosaurus is a bipedal herbivore with an extremely thick skull dome, which they use to defend themselves. Male specimens also use it to head-butt each other as a form of rivalry.

Born to Clash. The thick skulls are not the only part of the Pachycephalosaurus' body that can withstand strong impacts. Their broad body, thick skin and fat distribution is perfect to protect their vitals from blunt attacks. They are also surprisingly steady on their legs.

Social Beasts. Grazing Pachycephalosaurus herds protect each other from predators, standing good chances against carnivores that depend on prying their prey to really hurt it. They are often kept for their tender, fatty meat by humanoids. As they can grow to be 15 ft. long and weigh over 1000 lbs, they provide food for lots of people. They are fairly intelligent, recognizing their owner and able to pull carts and can even be used as mounts.



Image credit: Fred Wierum, 2016.

PARASAUROLOPHUS

The Parasaurolophus is a huge herbivore that grazes in herds of 8 to 16. Its most recognizable trait is the long, bent, tubular bone crest growing backwards from its skull. It prefers to forage on all fours but runs on two. It can reach 30 ft. in length, its skull alone growing up to 7 ft long. On all fours, it is 10 ft. tall, but when it stands up, it reaches an impressive 20 ft. in height.

Versatile Horns. The bone crest of the Parasaurolophus is hollow and has complex tubes in it. It is used by the animal to make loud sounds similar to a special musical instrument. These sounds can deliver messages over long distances, frighten enemies and even damage objects and creatures. Magical instruments crafted from Parasaurolophus crest are rare and highly prized.

PARASAUROLOPHUS HORN

Wondrous Item (instrument), rare, requires attunement.

A large, ornate bone horn made of the crest of a parasaurolophus. It weighs 8 lbs.

You must be proficient with wind instruments to use this horn. It has 3 charges. You can use an action to play it and expend 1 of the charges to create an effect of your choice. You must continue to play on your consequent turns to sustain concentration. Spells cast from this horn have a save DC of 14.

The horn regains all expended charges at dawn.

Message Howl. You make a loud, deep sound, through which you can telepathically send a short message to your allies within 1 mile. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks this effect.

Calming Melody. You cast the *Calm Emotions* spell.

Healing Hoot. You cast the *Lesser Restoration* spell.

Hypnotic Hum. You cast the *Hypnotic Pattern* spell.

Fearsome Whistle. You cast the *Fear* spell.

Shattering Pitch. You cast the *Shatter* spell.

Image used:

"Parasaurolophus senses the danger"
by Napon Suzuki



PARASAUROLOPHUS

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

Skills Athletics +5, Perception +6

Senses passive Perception 16

Languages -

Challenge 3 (700 XP)

Keen Hearing. The parasaurololphus has advantage on Wisdom (Perception) checks that rely on hearing.

Spirit of the Herd. The parasaurololphus has advantage on saving throws against being charmed, frightened, paralyzed, poisoned or put to sleep while at least one of the parasaurololphus' allies is within 30 ft. of it and the ally isn't Incapacitated.

Prolonged Singing. The parasaurololphus can sustain any sound it makes (with the exception of its *Shattering Pitch*) on each of its turns as bonus action, up to 1 minute or until the parasaurololphus makes a different sound. When the parasaurololphus takes damage, it must make a Constitution saving throw which has a DC of 10 or half the damage it took, whichever number is higher. On a failure it stops sustaining the sound and the effect ends.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 13 (4d4 + 3) bludgeoning damage.

Danger Howl. The parasaurololphus makes a loud, deep sound that can be heard by other parasaurololphuses in a 1 mile radius. This howl also notifies them about the general direction and degree of the danger, and contains either a cry for help or a call to flee and seek cover.

Calming Chirp (3/day). The parasaurololphus makes a calming, gentle sound. Each creature within 20 ft. of the parasaurololphus that can hear it and is targeted by an effect causing them to be Charmed or Frightened can choose to end the effect on itself.

Soothing Hoot (3/day). The parasaurololphus targets a single creature within 5 ft. of it, ending either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Pacifying Hum (3/day). The parasaurololphus makes a deep, entrancing sound. Each creature within 20 ft. of the parasaurololphus that can hear it must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a target's saving throw is successful or the effect ends for it, the target is immune to the Pacifying Hum of all parasaurololphuses for the next 24 hours. Allies of the parasaurololphus automatically succeed on their saving throw unless they choose to fail.

Horrible Screech (3/day). The parasaurololphus makes a harsh, high-pitched screech that can be heard from half mile away. All creatures within 50 ft. of the parasaurololphus that can hear it must make a DC 14 Wisdom saving throw or be frightened while they stay within range and can hear the sound. If a target's saving throw is successful or the effect ends for it, the target is immune to the Horrible Screech of all parasaurololphuses for the next 24 hours. Allies of the parasaurololphus are immune to this effect.

Shattering Pitch (3/day). The parasaurololphus makes a painful ringing sound. Each creature within 10 ft. of the parasaurololphus must make a DC 14 Constitution saving throw, taking 14 (3d8) thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the sound's area. Allies of the parasaurololphus are immune to this effect.

Valuable Mounts. The Parasaurololphus is not easy to handle, but some groups managed to domesticate it to use them as luxury or war mounts. When their allies are nearby, they are fearless, and their ability to communicate through long distances is valuable to anyone who can use them to deliver messages. They can also charm, frighten or hypnotize enemies, support poisoned or paralyzed allies, and deal damage with their voice.

VARIANT: PARASAUROLOPHUS HERD

8 or more parasaurololphuses can make up a herd. While each individual has at least one ally within 30 ft., they gain the following **Herd Action**, which they can take on initiative 20, losing ties:

Stampede. Each parasaurololphus moves in the same direction up to its speed. They can move through any spaces occupied by large or smaller creatures as if moving through difficult terrain. All creatures whose space is affected must make a DC 14 Dexterity saving throw or take 23 (4d10) bludgeoning damage and fall prone.

PLESIOSAURUS

The plesiosaurus is an aquatic dinosaur with a small head, slender and flexible neck, broad body, four powerful paddles and a short tail. An average plesiosaurus is 9 ft. long from head to tail. Its larger cousin, the **Hydrotherosaurus** can be as long as 26 ft., and when it comes to sailor tell-tales, they might have been based on sightings of the **Elasmosaurus**, the 45 ft. long plesiosaur inspecting passing ships.

These dinosaurs usually eat mollusks and fish, but they also use their long necks to reach out of water to catch birds and small pterosaurs. Our book only deals with the **Mythic Plesiosaurus**, the large, voracious legendary creature that yanks fisherman off their boats and swim up rivers to terrorize townsfolk at night. Some scholars doubt that this is an ordinary beast, saying that its intelligence and abilities point to a magical origin.

Its hard to tell how much is true about these stories, but this elusive killer usually has a fat bounty on its head in any town where its rumored to have attacked.

MYTHIC PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +7
Saving Throws Str +7, Dex +5, Con +6, Wis +4
Senses darkvision 120 ft., passive Perception 13
Languages -
Challenge 7 (2900 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Slippery Body. The plesiosaur can spend 5 feet of movement to free itself from nonmagical restraints or a grapple.

Mangling Grip. When the plesiosaurus scores a hit against a creature it is grappling, it instead scores a critical hit.

Frenzied Biting. Once per turn when the plesiosaurus misses with its bite attack, it can immediately make a second bite attack as a bonus action.

Watery Grave. When the plesiosaurus has a creature grappled, it can dash, disengage or hide as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) piercing damage and the target is grappled (escape DC 14).

Legendary Actions

The mosasaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mosasaurus regains spent legendary actions at the start of its turn.

Brace. The next time the plesiosaurus would take damage before the start of its next turn, it instead takes half damage.

Ferocity. The plesiosaurus moves up to its speed and makes a single attack.

Spot and Track. The plesiosaurus makes a Wisdom (Perception) check. Until the end of their next turn, each creature the mosasaurus detects with this ability check has disadvantage on the next attack roll against the mosasaurus.

VARIANT: HOMEBREW CRITICAL

If you use homebrew critical (meaning that a critical hit deals maximum damage + 1 extra damage die) the Mythic Plesiosaurus has a CR of 8 (3900 XP).

VARIANT: BIG BAD EVIL DINOSAUR

If it turns out that the mythic plesiosaurus was, in fact, created by magic, change the creature type to monstrosity and its alignment to chaotic evil.

If you decide to also give it 3 legendary resistances per day, raise its CR by 1.

Image credit: Zdeněk Burian

PROTOCERATOPS

The protoceratops is a small, quadrupedal herbivore with a bony frill and a parrot-like beak. It is about 2 ft. tall at the shoulder and 6 ft. long altogether, but a lot more strongly built than one would expect. It is often hunted by small carnivores like the velociraptor. It lives in the relative safety of its herd, and when it comes to running away, it can be surprisingly fast, propelling its stout body with its hind legs, forelimbs barely touching the ground. When cornered, it uses its beak to defend itself. While not being the best at attacking, the protoceratops can take a lot of beating relative to its small size.

Favored by Small Races. Protoceratopses are like ponies to halflings, equally loved as pets and mounts, especially by halfling children. The small size and docile nature makes the protoceratops easy to handle, and it also fits the slow, laid-back lifestyle of the halflings. The protoceratops is also beloved by the fey, and it is often found in the Feywild. It is said that a protoceratops can find fey crossroads naturally, and when it wants to hide from predators, it might do so by running through a nearby portal to the Feywild.

PROTOCERATOPS

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 17 (3d6 + 6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	14 (+2)	4 (-3)	14 (+2)	5 (-3)

Skills Perception +4
Saving Throws Con +4
Senses darkvision 30 ft., passive Perception 14
Languages -
Challenge 1/8 (25 XP)

Secret Move: Run Away! When taking the *Dash* action, the protoceratops can move up to four times its speed.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Reactions

Toughen Up. The protoceratops adds +2 to its AC against a melee attack that would hit. In addition, until the start of the protoceratops' next turn, when subjected to an effect that allows the protoceratops to make a saving throw to only take half damage, it instead takes no damage if it succeeds, and only half damage if it fails.

PTERANODON (NYCTOSAURUS)

There are a lot of pteranodon species, filling both the day and the night sky with life in all their habitats. Our book focuses on two of them, both equally bizarre in different ways.

Flying Lizards with Antlers. The nyctosaurus is a seagull-sized pteranodon with an extremely long and sharp beak and a single grotesquely long forked bone crest that resembles an antler. When they spot fish near the surface, they dip at an incredibly high velocity. They can walk on all fours on the ground, and even run this way.

Magical Properties. The Y-shaped crest of the nyctosaurus is prized by divination wizards everywhere. A gilded crest covered with at least 2500 gp worth of gold leaves and gems is a special wand that can be used as an arcane focus, and holding one while casting a divination spell boosts these spells significantly. Breaking it also results in a random magical effect.

GILDED NYCTOSAURUS ANTLER

Wonderous Item (arcane focus), rare

This antler can be used as an arcane focus by any spellcaster that is capable of using at least one divination spell. While using this antler as a spellcasting focus, divination spells that can be blocked by barriers penetrate twice as deep through these barriers. Breaking this arcane focus destroys it and releases a random magical effect. Roll d100 to determine the result:

1-30: You lose one of your lowest level remaining spell slots.

31-50: During the next 24 hours you can cast *Augury* once using the broken antler pieces as a material component.

51-60: For the next hour you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane, as if affected by the *See Invisibility* spell.

61-70: For the next 24 hours you can cast *Scrying* once without any components. You must spend one spell slot of any level to do so.

71-80: For the next hour you have true sight, you notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet, as if affected by the *True Sight* spell.

81-90: You learn the location of powerful creature that would love to destroy, capture or enslave you. The creature also learns your location. For 1 minute you see each other as if you were standing 10 ft. from one another, and you can communicate telepathically. A DC 21 Charisma save can prevent this from happening.

91-95: For the next 24 hours you can cast *Contact Other Plane* once.

96-99: For the next 24 hours you can cast *Plane Shift* using the broken antler pieces as a material component. To do so, you must make a DC 19 Wisdom check. On a failure, the spell doesn't have any effects.

100: For the next minute you can cast *Wish* once.

After the effect ends, the antler pieces, together with the gold and gems covering it, turn to ash.

NYCTOSAURUS

Small beast, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 15 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	2 (-5)	14 (+2)	7 (-2)

Skills Perception +6

Senses passive Perception 16

Languages -

Challenge 1 (100 XP)

Keen Sight. The nyctosaurus has advantage on Wisdom (Perception) checks that rely on sight.

Nosedive. If the nyctosaurus is flying and moves at least 40 ft. straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 5 (2d4) piercing damage.

Flyby. The nyctosaurus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a flesh and blood creature, it must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to bleeding. The creature can repeat the saving throw at the end of its turns, ending the effect on a success. A DC 13 Wisdom (Medicine) check also stops the bleeding.

QUETZALCOATLUS

The quetzalcoatlus is the largest and most famous pteranodon. Some call it the flying giraffe, but when the quetzalcoatlus is on all fours, it is even taller than a giraffe. When it walks around with its 6 ft. long, pointy beak, it is a terrifying sight to behold. Even more when it starts running towards you. But when it spreads its wings spanning 30 ft. and takes flight, it is a majestic reminder that danger can descend from the sky anytime, and it doesn't necessarily have to be a dragon.

Hungry for Meat. The quetzalcoatlus scavenges when it can, but it is usually an active hunter. Equally good at flying like a wyvern and walking like large terrestrial beast, no place is safe from this creature. Parents everywhere warn their children to beware the "skin stork."

Mounts of Evil. The quetzalcoatlus is not an easy beast to train. It didn't stop orks, gnolls and goblinoids from trying, and after many failed attempts, they have flying mounts that only need one thing to keep them at bay - fresh meat. Lots of it.

Image Credit: Dmitry Bogdanov (2007)



VARIANT: QUETZALCOATLUS MOUNTS

Keeping a quetzalcoatlus as a mount might sound desirable, but it is by no means easy.

Gear. The special gear required to mount and command a quetzalcoatlus is similar to that of a horse, but costs 4 times as much (a saddle, for example, costs 80 gp). If one wants to protect their quetzalcoatlus with barding, they must take the price of the type of armor, and multiply it by 16.

Skills. To pilot a quetzalcoatlus, one needs to be proficient in Wisdom (Animal Handling) checks. The DM can call for additional checks when the situation calls for it (like when attempting a difficult maneuver, or trying to control a hungry or exhausted mount).

Feed. An adult quetzalcoatlus needs 70 lbs. of meat a day. If it was fed less than 45 lbs., the master must make a DC 10 Wisdom (Animal Handling) check next time they attempt to ride the mount. If they fail, the beast doesn't listen to them. The DC grows by 1 after each day spent unfed, and by 2 after each day spent unfed. Failing the check by 5 or more may result in the beast attacking its master.

QUETZALCOATLUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 76 (9d12 + 18)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	12 (+0)	5 (-3)

Skills Perception +6

Saving Throws Str +7, Con +5

Senses passive Perception 16

Languages -

Challenge 6 (2300 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 14 (3d8) damage to the target.

Pterosaur Agility. The quetzalcoatlus can dash or disengage as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 4) slashing damage, or 8 (1d8 + 4) slashing damage and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the quetzalcoatlus can't use its bite attack on another target.

Swallow. The quetzalcoatlus makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the quetzalcoatlus, and it takes 10 (3d6) acid damage at the start of each of the quetzalcoatlus' turns.

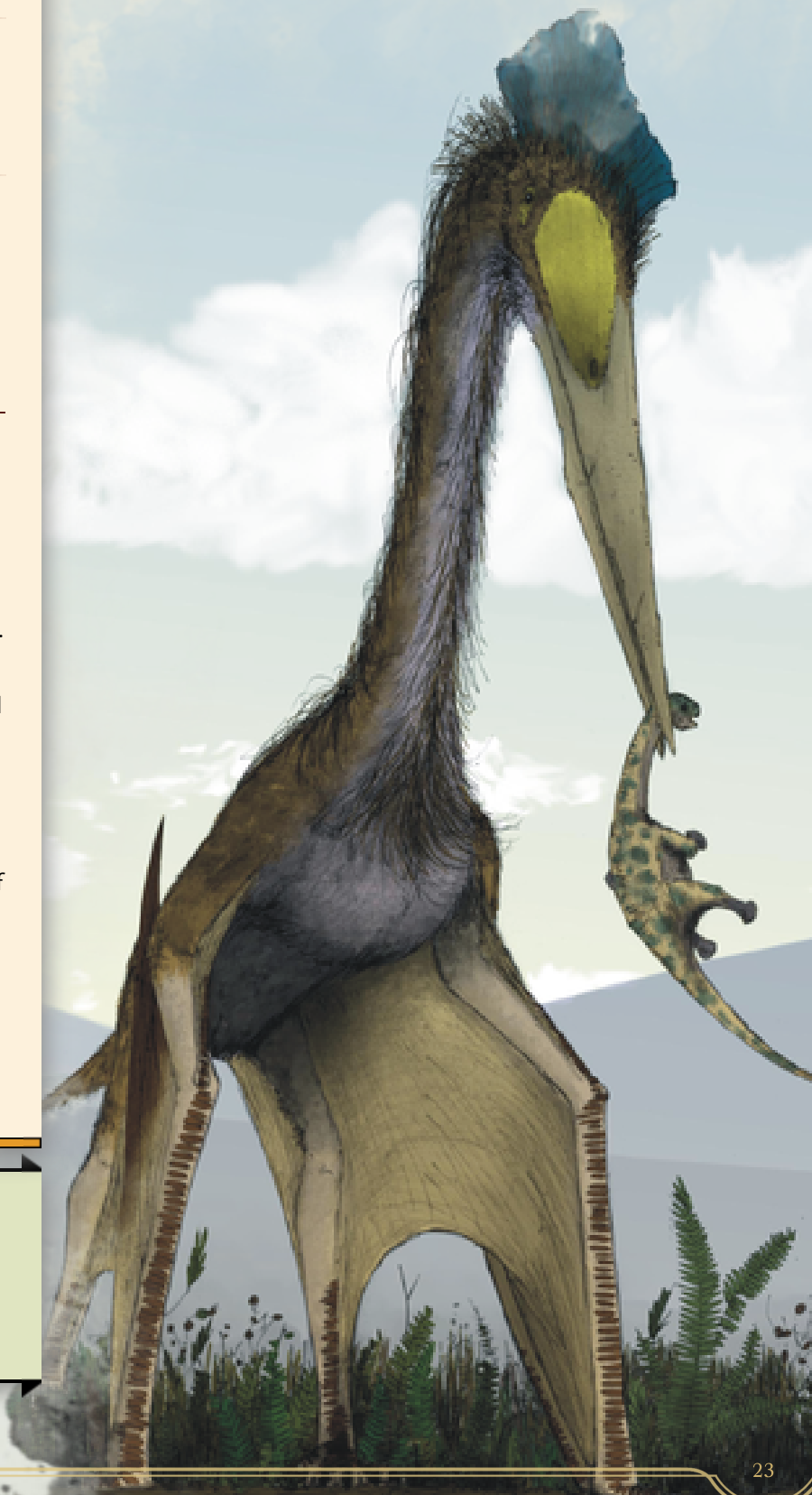
The quetzalcoatlus can have only one creature swallowed at a time. While the quetzalcoatlus isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the quetzalcoatlus dies, it likewise regurgitates a swallowed creature.

Wing Attack. The quetzalcoatlus beats its wings. Each creature within 10 feet of the quetzalcoatlus must succeed on a DC 14 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The quetzalcoatlus can then fly up to half its flying speed.

VARIANT: BARDED QUETZALCOATLUS

If the quetzalcoatlus is wearing special armor that gives it an AC of 16 or higher, it has a CR of 7 (2900 XP), or CR 8 (3900 XP) if it has an AC of 20 or higher.

Image credit: Mark Witton and Darren Naish (2008)



VARIANT: LEGENDARY QUETZALCOATLUS

Once per round the quetzalcoatlus can use its Wing Attack as a legendary action at the end of another creature's turn. This adds +1 to the quetzalcoatlus' Challenge Rating.

SINOSAUROPTERYX

The sinosauropteryx is a tiny bipedal dinosaur. It weighs barely more than 1 lbs., meaning one can hold it on the palm of their hand. It is covered in reddish brown and white fuzz, with alternating bands on its tail. Its pretty looks and playful nature makes it an ideal companion.

Hyperactive Hunters. The sinosauropteryx feeds on even smaller mammals, lizards and snakes. It doesn't have to think twice before eating something: its poison immunity protects it from most of the defenses of its prey animals. It is also incredibly quick and agile, meaning it can usually run away from bigger carnivores.

SINOSAUROPTERYX

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Acrobatics +5, Perception +3

Damage Immunities poison

Saving Throws Dex +5

Senses darkvision 30 ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Avoidance. If the sinosauropteryx is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Nimble Escape. The sinosauropteryx can *Disengage* or *Hide* as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Reactions

Incredible Dodge. The sinosauropteryx adds +5 to its AC as a reaction to an attack that would hit it.

VARIANT: COMPSOGNATHUS

The compsognathus is a tiny dinosaur very similar to the sinosauropteryx. If you want to use it in your game, you can simply reskin the sinosauropteryx and give it a distinct coloration.

Image credit: Robert Nicholls (2017)



SPINOSAURUS

The spinosaurus is a giant semiaquatic carnivore with a sail on its back. With the head of a crocodile, a sail that gives the impression of two large humps on its back, webbed feet and a narrow, muscular tail that can be used for propelling the body in water or to slam creatures with it, the spinosaurus has a truly unique look. Combine this with a size that easily rivals even that of the tyrannosaurus rex, and you have a monster no low-level adventurer wants to come across. They say that anyone swallowed by the spinosaurus disappears forever, and even if the spinosaurus is killed and cut open, no body can be found in its stomach.

Tropical Terror. The spinosaurus spends most of its time in water, but it can walk around on the ground, similar to a crocodile. It is commonly found in tropical lakes and rivers, and it thrives in mangrove forests. It either waits patiently for large prey to approach the water, or swims around to catch fish, turtles, crocodiles and plesiosaurs.

Ritual Carnage. During mating season spinosaurus males build large nests out of mud and tree branches, and fill it with dead carcasses. When a female notices the nest, the male will slowly dance around on top of the dead bodies, showing off both its large sails and its hunting prowess. If the female is impressed, they will mate and gorge themselves on the carcasses.

Because male spinosauruses will kill in excess to build a more impressive nest, the mating season is also the time when most attacks against humanoids happen. There have been cases where whole villages got massacred by a male spinosaurus in mating frenzy.

SPINOSAURUS

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 149 (12d12 + 60)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +5

Saving Throws Str +11, Con +9

Senses passive Perception 15

Languages -

Challenge 10 (5900 XP)

Hold Breath. The spinosaurus can hold its breath for 30 minutes.

Rapid Digestion. Whenever the spinosaurus deals acid damage to a swallowed creature, it gains temporary hit points equal to the damage.

Actions

Multiattack. The spinosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage and the

target is grappled (escape DC 17) if it's a Large or smaller creature. Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target not grappled by the spinosaurus. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked back 15 ft. in a straight line and fall prone.

Swallow. The spinosaurus makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the spinosaurus, and it takes 14 (4d6) acid damage at the start of each of the spinosaurus' turns. If a creature is reduced to 0 hit points by this damage it is instantly dissolved.

If the spinosaurus takes 15 damage or more on a single turn from a creature inside it, the spinosaurus must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures who fall prone in a space within 5 feet of the spinosaurus. While the spinosaurus isn't incapacitated, it can regurgitate the creatures at any time (no action required) in a space within 5 feet of it. The creatures exit prone. If the spinosaurus dies, swallowed creatures are no longer restrained by the spinosaurus and can escape from the corpse using 10 feet of movement, exiting prone.

STEGOSAURUS

The stegosaurus is a quadrupedal herbivore with a tiny head, two rows of vertical, alternating bone plates rising along its neck, back and tail, and two pairs of large spikes extending horizontally from the end of its tail. Although it can sometimes grow to be 30 ft. long, it is nowhere as large as the enormous long-necked dinosaurs it shares its living space with.

Nonetheless, with some tail-swinging and showing off its large plates it can create a terrifying display. The males usually have round, brightly colored back plates, while the females have pointed, darker plates.

Always Fight Back. Being slow creatures, stegosauruses have no choice but to fight back when attacked. If they fail to scare the attacker off, they will use their tail spikes to wound them.

STEGOSAURUS

Huge beast, unaligned

Armor Class 14 (natural)

Hit Points 76 (8d12 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 30 ft., passive Perception 12

Languages -

Challenge 4 (1100 XP)

Ready to Strike. When the stegosaurus takes the *Dodge* action, until the start of its next turn it can use its reaction to make a single Tail attack against a creature entering its range.

Impale. When the stegosaurus hits a Large or smaller creature with a tail attack, it deals an additional 10 (3d6) piercing damage on a hit and the creature is grappled. The stegosaurus cannot use its tail attack while a creature is grappled by it. It can remove its spikes from a grappled target as a bonus action, dealing an additional 5 (1d4 + 3) piercing damage.

Actions

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Daunting Display. Every creature within 60 ft. of the stegosaurus that can see it must make a DC 13 Wisdom saving throw or be Frightened for 1 minute (other stegosauruses that fail their saving throws are charmed instead). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stegosaurus' Daunting Display for the next 24 hours.

STYRACOSAURUS

The styracosaurus is somewhere between the size of a warhorse and a small elephant, with an impressive frill that has horns along its edge. It also has a horn on its nose. Like all large herbivores it has short periods of activity during both day and nighttime. The styracosaurus is a mostly solitary creature, only seeking others to mate. Mothers care for their young for about a year.

Blood and Ivory. The styracosaurus is hunted for its horns and for game. In places where this is especially prevalent styracosaurus became a rare sight. Druids often advocate for protecting these magnificent beasts, even going as far as killing poachers who are caught hunting these dinosaurs. To make matters worse, dinosaur ivory is used to make potions and other magic items. This can lead to massive conflicts between druids, hunters and other magic users. In some places, this became a significant driving force in local politics, with advocates on both sides fighting for their own truth.

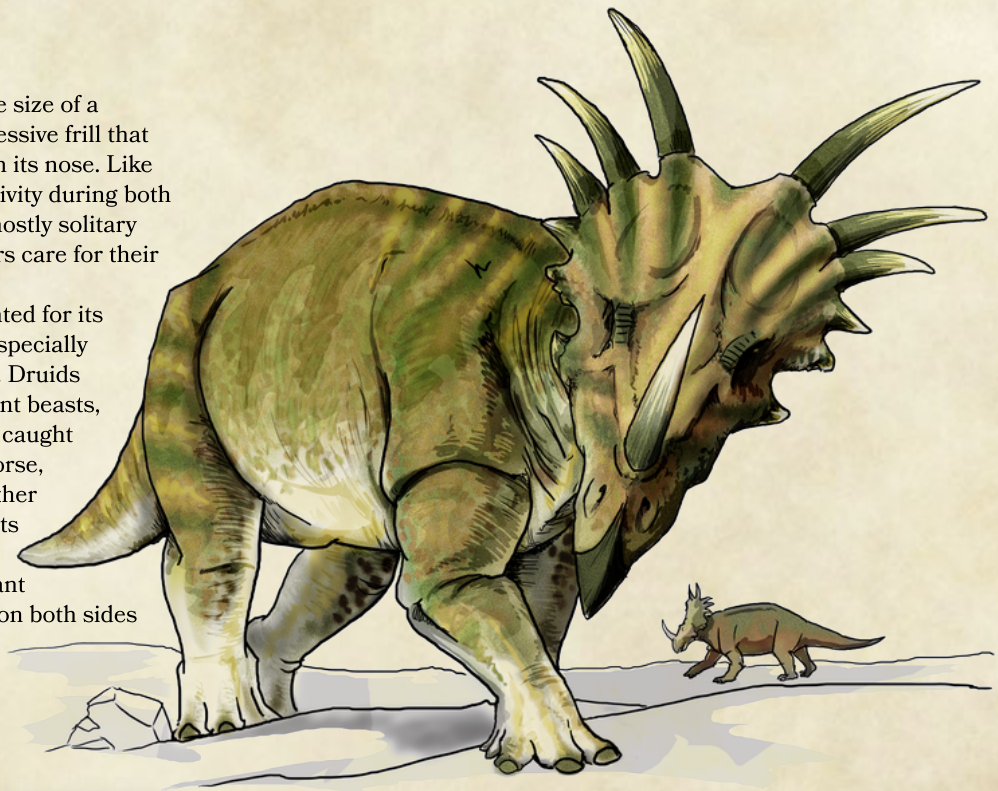


Image credit: LadyofHats (2007)

STYRACOSAURUS

Large beast, unaligned

Armor Class 13 (natural)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses darkvision 30 ft., passive Perception 12
Languages -
Challenge 2 (450 XP)

Trampling Charge. If the styracosaurus moves at least 25 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the styracosaurus can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

TITANIS (TERROR BIRD)

Related to dinosaurs, but found in the most unexpected places, the titanis is a large flightless bird that uses its axe-like beak to prey upon sheep, horses and lonely humanoids alike. An adult titanis is 8 ft. tall, but when they manage to regularly consume the meat of humanoids or fey, they will double in size, and become a real terror upon the land.

Dangerous Pets. Beginner adventurers are often called to rid farmers of a titanis that is killing sheep or other animals. It is not uncommon to find out that goblins or other evil creatures are the real mastermind behind the terror who bought a titanis egg from somewhere and brought up the beast to use it as a tool of destruction. When raised in captivity these unpredictable birds will only follow the person they saw first when emerging from the egg, seeing them as their parent. They will continue to have a special relationship with this parental figure, bringing them gifts and following their commands as much as they can. There is only one problem: in the wild, after reaching sexual maturity, the titanis will eat their weakened or sick parent, so the trainer must never show any sign of weakness unless they want to become the next meal.

Messy Eaters. One of the signs that a terror bird is nearby is finding large heaps of mangled, corroded fur, bones, pieces of metal and other indigestible objects in what seems like giant owl pellets. These heaps have a sour vomit smell until they dry. If someone digs through them, they might find clues about what or who the last meal of the terror bird was.

TERROR BIRD

Large beast, unaligned

Armor Class 11 (natural)

Hit Points 34 (4d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 30 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Actions

Multiattack. The terror bird makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 4 piercing damage and the target is grappled (escape DC 14).

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

TRICERATOPS

The triceratops is a huge, four-legged herbivore with a large bony frill protecting its neck, and three horns: two above its eyes and one on its nose. Adults regularly reach 30 ft. in length. They are solitary animals, active both day and night, taking short naps throughout the day. They are hunted for their horns and for trophies by game hunters. Their meat is tough and chewy, but it doesn't stop large carnivores and giants eating them.

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural)
Hit Points 95 (10d12 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 5 (1800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is a Large or smaller creature, the triceratops can choose to push the creature 20 ft. in a straight line instead.

Tread On. Once per turn the triceratops can make a stomp attack against a prone target as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

TYRANNOSAURUS REX

There is not a single dinosaur that is feared, revered and avoided more than the infamous tyrannosaurus.

A symbol of raw power. 40 ft. long and 13 ft. tall, and a jaw full of foot-long teeth, the T-Rex is a force to be reckoned with. Both an apex predator and a ferocious scavenger, it claims ownership over every body in its territory.

Danger Rarely Comes Alone. Tyrannosauruses often hunt in small packs of 3 to 5 individuals, making them even more terrifying. If one T-Rex is here, there is always more nearby. If you encounter a solo T-Rex, you better watch out for the other ones!

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Str +10, Con +7
Skills Insight +4, Perception +7
Senses passive Perception 14
Languages -
Challenge 8 (3900 XP)

Keen Senses. The tyrannosaurus has advantage on Wisdom (Perception) checks that rely on sight or smell.

Attack the Vulnerable. As a bonus action the tyrannosaurus can move up to half its speed toward a target it can see that is dead, prone, restrained, stunned or unconscious.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage and the target is grappled (escape DC 17). Until this grapple ends, the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target not grappled by the tyrannosaurus. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked back 15 ft. in a straight line and fall prone.

Swallow. The tyrannosaurus makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tyrannosaurus, and it takes 10 (3d6) acid damage at the start of each of the tyrannosaurus's turns.

If the tyrannosaurus takes 14 damage or more on a single turn from a creature inside it, the tyrannosaurus must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures who fall prone in a space within 5 feet of the tyrannosaurus. While the tyrannosaurus isn't incapacitated, it can regurgitate the creatures at any time (no action required) in a space within 5 feet of it. The creatures exit prone. If the tyrannosaurus dies, swallowed creatures are no longer restrained by the tyrannosaurus and can escape from the corpse using 10 feet of movement, exiting prone.

JUVENILE TYRANNOSAURUS REX

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	2 (-4)	12 (+1)	6 (-4)

Skills Insight +3, Perception +5

Senses passive Perception 15

Languages -

Challenge 3 (700 XP)

Keen Senses. The tyrannosaurus has advantage on Wisdom (Perception) checks that rely on sight or smell.

Attack the Vulnerable. As a bonus action the tyrannosaurus can move up to half its speed toward a target it can see that is dead, incapacitated, prone, restrained, stunned or unconscious.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 15 (2d10 + 4) piercing damage, or 5 (1d10) and the target is grappled (escape DC 14).

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target not grappled by the tyrannosaurus. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked back 10 ft. in a straight line and fall prone.

TYRANNOSAURUS REX OF LEGEND

Gargantuan beast, unaligned

Armor Class 13 (natural armor)

Hit Points 379 (23d20 + 138)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	22 (+6)	2 (-4)	21 (+5)	8 (-1)

Saving Throws Str +17, Con +13

Skills Athletics +17, Insight +12, Perception +18

Senses passive Perception 28

Languages -

Challenge 22 (3900 XP)

Keen Senses. The tyrannosaurus has advantage on Wisdom (Perception) checks that rely on sight or smell.

Attack the Vulnerable. As a bonus action the tyrannosaurus can move up to its speed or jump a distance up to half its speed toward a target it can see that is dead, incapacitated, prone, restrained, stunned or unconscious, and make a single weapon attack against it.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 55 (7d12 + 10) piercing damage. If the target is a Huge or smaller creature, it is grappled (Escape DC 27). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target not grappled by the tyrannosaurus. *Hit:* 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked back 25 ft. in a straight line and fall prone.

Swallow. The tyrannosaurus makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tyrannosaurus, and it takes 18 (5d6) acid damage at the start of each of the tyrannosaurus's turns.

If the tyrannosaurus takes 40 damage or more on a single turn from a creature inside it, the tyrannosaurus must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures who fall prone in a space within 5 feet of the tyrannosaurus. While the tyrannosaurus isn't incapacitated, it can regurgitate the creatures at any time (no action required) in a space within 5 feet of it. The creatures exit prone. If the tyrannosaurus dies, swallowed creatures are no longer restrained by the tyrannosaurus and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

The tyrannosaurus can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tyrannosaurus regains spent legendary actions at the start of its turn.

Rampage. The tyrannosaurus moves up to its speed or jumps a distance up to half its speed. The tyrannosaurus then makes a single attack. If the target is a structure, this attack deals double damage.

Spot and Track. The tyrannosaurus makes a Wisdom (Perception) check. Until the end of their next turn, each creature the tyrannosaurus detects with this ability check has disadvantage on the next attack roll against the tyrannosaurus.

UGRUNAALUK (EDMONTOSAURUS)

The edmonosaurus is large four-legged herbivore with a duck-like beak and a body mostly covered with fur-like feathers. It is an incredibly versatile species, with some of its subspecies living in tropical jungles, while others are found in colder climates, and even in places where the landscape is covered in snow during most of the year. The ugrunaaluk is one such subspecies, surviving the harsh weather in tundra and arctic areas.

Sleigh Dinosaurs. Humanoids living in the frozen lands of the arctic have long recognized that the resilient ugrunaaluk can be used to pull sleighs, and while the ugrunaaluk is not the most friendly beast, the food and protection people provide it for its servitude eventually convinces it to listen to its owners. In the wild, they must survive on lichen, and avoid getting eaten by dire wolves, polar bears, nanuqsauruses and white dragons. Its white skin and light brown feathers help somewhat, as well as its ability to walk relatively silently in snow, but its difficult to hide an enormous, 30 ft. long dinosaur. It's tropical relatives are even larger: they can be 40 ft. long or more.

UGRUNAALUK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (6d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	4 (-3)	10 (+0)	7 (-2)

Saving Throws Str +7, Con +5

Skills Stealth +2, Perception +4

Damage Resistances cold

Senses passive Perception 14

Languages -

Challenge 4 (1100 XP)

Strider. Difficult terrain doesn't slow the ugrunaaluk.

Crushing Beak. If the ugrunaaluk doesn't have disadvantage on its attack roll, it can decide to make a beak attack with disadvantage. On a hit, it deals 13 bludgeoning damage and the target is grappled (escape DC 15). The ugrunaaluk cannot use its bite attack while grappling a creature.

Actions

Multiattack. The ugrunaaluk makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d4 + 5) bludgeoning damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. +8 to hit, **Hit:** 10 (1d10 + 5) bludgeoning damage.

Image credit: Maija Karala (2015)
Humming Dinosaurs and Nature's Other Small Wonders,
<https://hummingdinosaurwordpress.com/>



UTAHRAPTOR

The largest known raptor, the utahraptor is truly a terrifying carnivore. Covered in feathers that give it natural camouflage, they attack beasts and travelers suddenly and without a warning, slashing at them with their huge, hooked claws on their hind legs, and biting pieces out of them while they are still alive.

Selfish Teamwork. No prey is too large or too dangerous for these bear-sized, 20 ft. long predators. Because of their preferred stealth strategy, they usually hunt alone, but there had been cases of utahraptors cooperating to take down larger creatures. They will also work together to drive away other creatures that scavenge on the occasional enormous sauropod carcass. They have even been seen to succeed at scaring a full-grown T-Rex away!

Night Hunt. The utahraptor likes to attack at night and in places with lots of cover, so it can take advantage of its surroundings. If it feels like the situation has turned dire, it will run away - only to return later and finish its unsuspecting target.

UTAHRAPTOR

Large beast, unaligned

Armor Class 13

Hit Points 45 (6d10+12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	17 (+3)	5 (-3)

Skills Acrobatics +5, Perception +7, Stealth +7

Senses darkvision 60 ft., passive Perception 17

Languages -

Challenge 3 (700 XP)

Ambusher. The utahraptor has advantage on attack rolls against any creature it has surprised.

Sneaky Killer. The utahraptor can *Hide* as a bonus action.

Pounce. If the utahraptor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the utahraptor can attempt to grapple it as a bonus action.

Precision Bite. When the utahraptor has advantage on its bite attack, it can forgo its advantage and instead attack normally. If the attack hits, it deals double damage.

Actions

Multiattack. The utahraptor makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., 1 one target. **Hit:** 10 (2d6 + 3) slashing damage.

Image credit: Fred Wierum (2017)



VELOCIRAPTOR

The velociraptor is a tiny bipedal carnivore about the size of a turkey. The large feathers on its arms and long tail allow it to dampen its fall, and also to move silently in the night. It likes to jump on top of small, unsuspecting prey like rabbits and protoceratopses, and only occasionally attack larger ones like deer and goblins. It also feeds on carrion when no other source of meat is available.

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	13 (+1)	4 (-4)	17 (+3)	6 (-2)

Skills Perception +7, Stealth +7

Senses darkvision 120 ft., passive Perception 17

Languages -

Challenge 1/2 (100 XP)

Camouflage. When the velociraptor is hidden, it cannot be spotted with passive perception, and all creatures have disadvantage on Wisdom (Perception) checks to find it.

Ambusher. The velociraptor has advantage on attack rolls against any creature it has surprised.

Soft Falling. The velociraptor is immune to fall damage up to 120 ft.

Actions

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d1 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 one target. *Hit:* 4 (1d1 + 3) slashing damage.

VARIANT: PESKY SWARM

You can use velociraptors as minions to a larger boss. Change their HP to 1, and their *Ambusher* trait to the following:

"Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't Incapacitated."

This way you can fit a couple more velociraptors into the encounter than the XP budget would normally allow.

YI QI

The yi qi (pronounced 'yi-chi') is a pigeon-sized bipedal dinosaur with bat-like wings and a body covered in feathers. It is prized for its resemblance to the wyvern, and also for its beautiful long tail feathers. It is a rare dinosaur that lives in bamboo forests, mediterranean islands and tall tropical mountains forever covered in fog. This tiny beast mostly hunts for insects, snails and tiny vertebrates.

Friends of Fey. Fey love the yi qi, and yi qi that have been living for generations in the Feywild are often intelligent, magical creatures infused with fey magic.

YI QI

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 25 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 0 (10 XP)

Keen Sight. The yi qi has advantage on Wisdom (Perception) checks that rely on sight.

Familiar. With the DM's permission, the find familiar spell can summon a yi qi.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

VARIANT: FEY TOUCHED YI QI

Yi qi that hatched in the Feywild gain a special magical gift. Roll d6 to determine the nature of the gift:

o **1:** The yi qui can innately cast *Fog Cloud* as a 2nd level spell once per long rest. Its Wisdom score increases by 1.

o **2:** The yi qui can innately cast *Plant Growth* once per long rest. Its Charisma score increases by 2.

o **3:** The yi qui can innately cast *Misty Step* once per short rest. It understands Sylvan but cannot speak. Its Intelligence score increases by 3.

o **4:** The yi qui can innately cast *Faery Fire* once per long rest. Its Wisdom score increases by 4.

o **5:** The yi qui can innately cast *Invisibility* once per short rest. Its Charisma score increases by 5.

o **6:** The yi qui has 120 ft. darkvision and it can speak Sylvan. Its Intelligence score increases by 6.

